# Project - Network Simulator

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## 0.1 Objective:

Demonstrating the working of all the layers of Network Protocol Stack using Network Simulator

## 0.2 Programming Language used:

C++

#### 0.3 Details:

- Object oriented programming concepts like creation of classes and objects is used.
  - Class Device MACadress , data , setMACaddress and seddata are the attributes. The objects created of this class are the nodes in the network.
  - Class Hub data2, macAdd ,store and hub2dev are the attributes. The object created (hb1) keeps a check on whether data is reviewed at the correct device or not from the sender.
- The simulation in this project shows the flow of data from one node to other.
- Firstly, the user is expected to choose the source device and the destination device.



Figure 1: User chooses the source and destination device

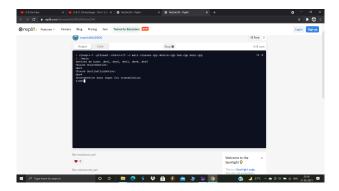


Figure 2: User is expected to enter the input

• Once this is done , the user is asked for data he/she wants to tranfer. The data is tranfered in the form of bits.

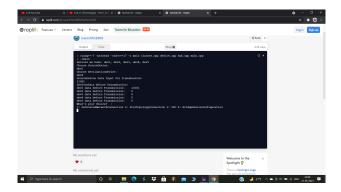


Figure 3: Data each device contains before the transmission

#### 0.4 Choice for the user:

In physical layer, transmission of bits from is from one device to other. The user is given two options for the transmission of data. They are -  $\,$ 

• Using a Dedicated network connection

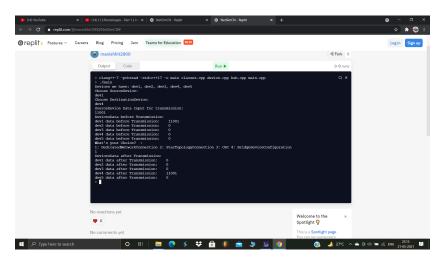


Figure 4: Dedicated network

• Using a Star topology connection

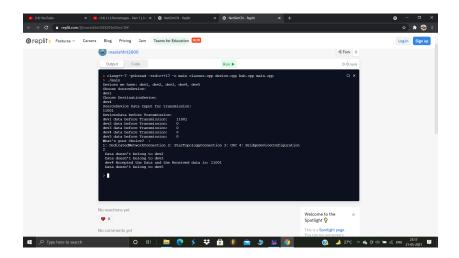


Figure 5: Star topology

• Bridge device configuration - This is functionality of Data link layer. In this configuration , switch is being created and the user is asked to enter the total number of end devices. Also once the reciever recieves the frame, it send back an ACK to the source.

Total time for transmission is shown after the transmission is complete. The user is then asked if he/she wants to more transmission.

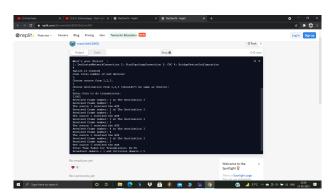


Figure 6: Functioning of Bridge device configuration

• Error Control - Achieved by using the concept of CRC .

The user is asked to enter the source input and the coefficients of the generator polynomial.

After this, the data to be sent is calculated.

The user is then expected to enter the recieved data and therefore the remainder is calculated.

If the remainder is in the form of string of 0's, there is no error.

If there is at least one 1, there is a error.

We have shown below two test cases for error detection.

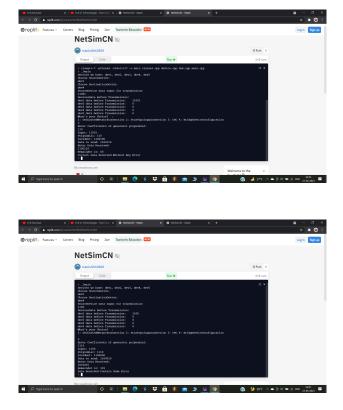


Figure 7: Test cases for error detection